



# Head Up Display with Scene2D



## WHAT IS HEAD UP DISPLAY?

### Definition:

- HUD or status bar
- Method by which information is visually relayed to the player
- Part of a game's user interface



## WHAT IS HEAD UP DISPLAY?

### Common Features:

- Health / lives
- Time
- Weapons / munition / armor
- Mini map
- Menus
- Game progression



## HOW CAN WE USE IT?

### Scene2D:

- LibGDX comes with an UI toolkit to create in-game UI
- The library is called Scene2D
- For building game menus, HUD overlays, tools, and other UIs
- The “widgets” used on Scene2D are referred as Actors, that contain their own position, size, origin, scale, rotation, and color.



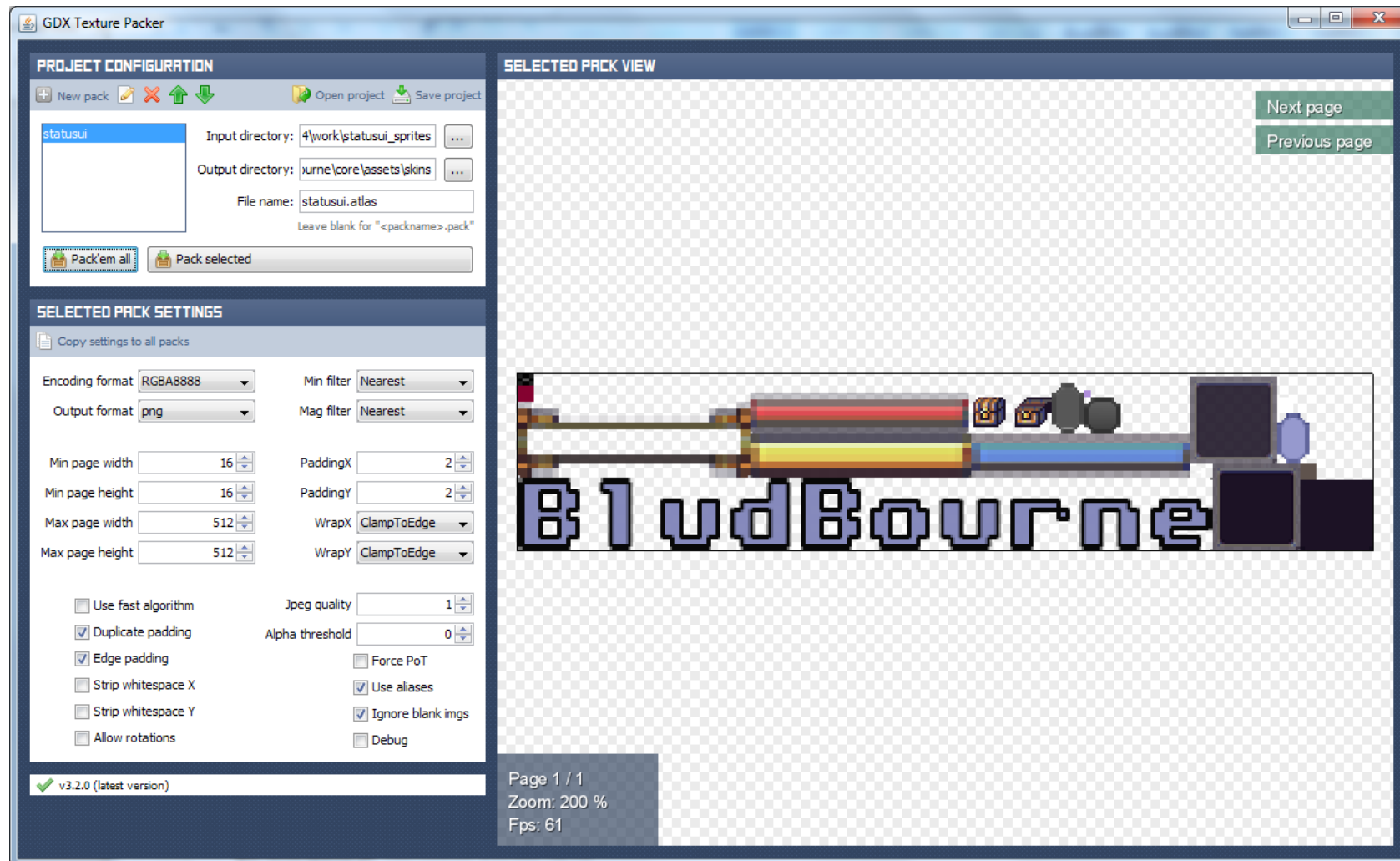
```
public Stage stage;  
private Viewport viewport;  
  
viewport = new FitViewport(MarioBros.V_WIDTH, MarioBros.V_HEIGHT, new  
OrthographicCamera());  
stage = new Stage(viewport, sb);
```

```
Table table = new Table();  
table.top();  
table.setFillParent(true);  
  
table.add(worldLabel).expandX().padTop(10);  
table.add(timeLabel).expandX().padTop(10);  
  
table.row();  
  
table.add(scoreLabel).expandX();  
table.add(levelLabel).expandX();  
table.add(countdownLabel).expandX();
```

```
stage.addActor(table);
```

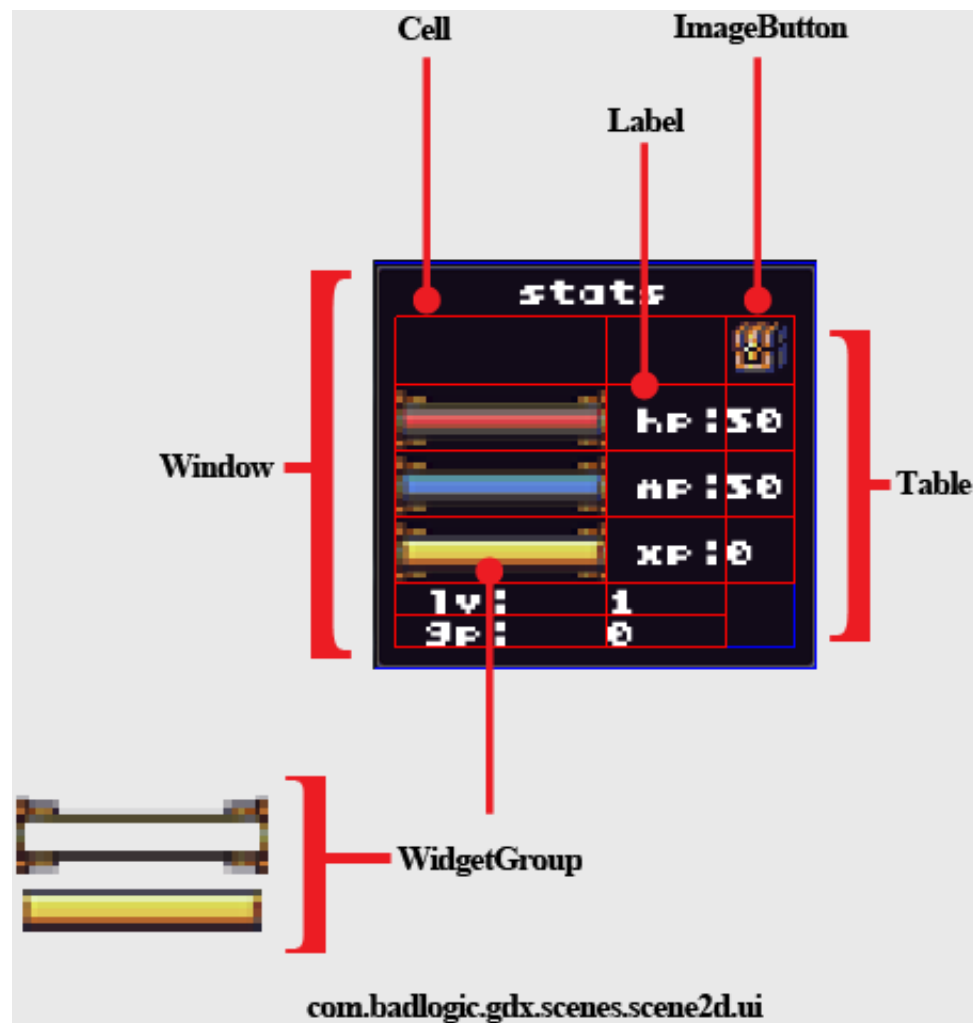


## GDX TEXTURE PACKER





## EXAMPLES



```
inventory_button_closed  
rotate: false  
xy: 197, 9  
size: 16, 16  
orig: 16, 16  
offset: 0, 0  
index: -1
```





